

1 CLAIMS

2 1. An information processing system, comprising:  
3 means for producing a computer image that prompts a  
4 player to virtually touch a plurality of touch points;  
5 means for accepting input of a video image of the player  
6 picked up by image pickup means;  
7 display control means for superimposing the video image  
8 and the computer image on one another and causing a display  
9 device to display a superimposed image;  
10 means for analyzing the video image during display of  
11 the computer image and detecting a virtual touch to any of  
12 the plurality of touch points; and  
13 means for executing predetermined processing when the  
14 detecting means detects the virtual touches that are made  
15 to a predetermined number of touch points in a predetermined  
16 order.

1 2. The information processing system according to claim  
2 1, wherein the detecting means detects the virtual touch when  
3 an object having a specific color and worn by the player within  
4 the video image overlaps any one of the plurality of touch  
5 points within the computer image.

1 3. The information processing system according to claim  
2 1, wherein:  
3 the image producing means sequentially produces

4 computer images including navigation information indicating  
5 one touch point to be touched next; and  
6 the means for executing predetermined processing  
7 executes the predetermined processing when the detecting  
8 means detects that the virtual touches have been made for  
9 the respective computer images including the navigation  
10 information that is sequentially produced.

1 4. The information processing system according to claim  
2 1, wherein:  
3 the image producing means sequentially produces  
4 computer images each indicating two touch points to be touched  
5 next; and  
6 the means for executing predetermined processing  
7 executes the predetermined processing when the detecting  
8 means detects that the virtual touches have been made  
9 simultaneously on the two touch points for the respective  
10 computer images including the navigation information that  
11 is sequentially produced.

1 5. The information processing system according to claim  
2 1, wherein:  
3 the image producing means produces the computer image  
4 including navigation information indicating an order of  
5 touches to be made to the touch points; and  
6 the means for executing predetermined processing

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7 executes the predetermined processing when the detecting  
8 means detects that the virtual touches have been made  
9 according to the navigation.

1 6. An entertainment system, comprising:

2 means for producing a computer image including an image  
3 for specifying a plurality of areas;

4 means for accepting input of a video image picked up  
5 by image pickup means;

6 display control means for superimposing the video image  
7 and the computer image on one another and causing a display  
8 device to display a superimposed image; and

9 means for analyzing the video image by referring to  
10 the computer image, wherein:

11 the image producing means selects one area of the  
12 plurality of areas in a predetermined order, and sequentially  
13 produces a plurality of images each of which prompts the input  
14 and is obtained by displaying the selected area in a manner  
15 different from others;

16 the analyzing means analyzes the video image when each  
17 of the plurality of images, that prompts the input, is  
18 displayed, and detects that an area of the video image,  
19 corresponding to the selected area displayed in the manner  
20 different from others, includes a predetermined image; and

21 a predetermined function is executed when production  
22 of the image that prompts the input, and the detection that

23 the corresponding area includes the predetermined image, are  
24 performed a predetermined number of times.

1       7. An information processing system input accepting  
2 method, comprising:  
3       producing a computer image that prompts a player to  
4 virtually touch a plurality of touch points;  
5       accepting input of a video image of the player picked  
6 up by image pickup means;  
7       analyzing the video image while superimposing the video  
8 image and the computer image on one another and causing a  
9 display device to display a superimposed image, and  
10 sequentially detecting virtual touches to any of the  
11 plurality of touch points; and  
12       accepting the virtual touches as predetermined input  
13 when a predetermined number of touch points are touched in  
14 a predetermined order by the virtual touches.

1       8. A recording medium on which a computer program for  
2 accepting input is recorded, the computer program causing  
3 a computer to execute processing of:  
4       producing a computer image that prompts a player to  
5 virtually touch a plurality of touch points;  
6       accepting an input of a video image of the player picked  
7 up by image pickup means;  
8       analyzing the video image while superimposing the video

9 image and the computer image on one another and causing a  
10 display device to display a superimposed image, and  
11 sequentially detecting virtual touches to any of the  
12 plurality of touch points; and  
13 accepting the virtual touches as predetermined input  
14 when a predetermined number of touch points are touched in  
15 a predetermined order by the virtual touches.

1 9. An information processing system, comprising:  
2 means for producing a computer image that prompts a  
3 player to virtually touch a plurality of touch points;  
4 means for accepting an input of a video image of the  
5 player picked up by image pickup means;  
6 display control means for superimposing the video image  
7 and the computer image on one another and causing a display  
8 device to display a superimposed image;  
9 means for analyzing the video image during display of  
10 the computer image and detecting virtual touches to any of  
11 the plurality of touch points; and  
12 object displaying means for displaying, when the  
13 detecting means detects the virtual touches that are made  
14 sequentially to a predetermined number of touch points in  
15 a predetermined order, an object that connects the touch  
16 points sequentially subjected to the virtual touches.

1 10. The information processing system according to

2 claim 9, wherein when a virtual touch is made to any one of  
3 the touch points, the object displaying means displays the  
4 object that connects to another touch point previously  
5 subjected to the virtual touch.

1           11. The information processing system according to  
2 claim 9, wherein when the virtual touches are made to a  
3 predetermined number of touch points in a predetermined order,  
4 the object displaying means displays the object that connects  
5 the touch points sequentially subjected to the virtual  
6 touches.

1           12. The information processing system according to  
2   claim 9, wherein the object that connects the touch points  
3   comprises a line imitating light.

1           13. A recording medium on which a computer program for  
2   accepting an input is recorded , the computer program causing  
3   a computer to function as:

4 means for producing a computer image that shows a player  
5 a plurality of touch points to be virtually touched;

6 means for accepting input of a video image of the player  
7 picked up by image pickup means;

8           display control means for superimposing the video image  
9   and the computer image on one another and causing a display  
10 device to display a superimposed image;

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11 means for analyzing the video image during display of  
12 the computer image and detecting virtual touches to any of  
13 the plurality of touch points; and

14 object displaying means for displaying, when the  
15 detecting means detects the virtual touches that are made  
16 sequentially on a plurality of touch points, an object that  
17 connects the touch points sequentially subjected to the  
18 virtual touches.

1 14. An input interface controlling method for an  
2 information processor having a computer image producing part,  
3 an image input part, a superimposed image producing part,  
4 and a determining part, the method comprising the steps of:

5 producing, by the computer image producing part, a  
6 computer image that shows a player a plurality of touch points  
7 to be virtually touched;

8 accepting, by the image input part, an input of a video  
9 image of the player picked up by image pickup means;

10 superimposing, by the superimposed image producing part,  
11 the video image and the computer image on one another and  
12 causing a display device to display a superimposed image;

13 analyzing, by the determining part, the video image  
14 during display of the computer image and detecting virtual  
15 touches to any of the plurality of touch points; and

16 displaying, by the computer image producing part, when  
17 the virtual touches are detected to have been made

18 sequentially on a plurality of touch points, an object that  
19 connects the touch points sequentially subjected to the  
20 virtual touches.

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